Kelley List - Fwd: City of Guadalupe, Santa Barbara County, Round 2, Step 2 Draft Funding Recommendations

From: Scott Couch To: List, Kelley

Date: 5/15/2008 3:17:07 PM

Subject: Fwd: City of Guadalupe, Santa Barbara County, Round 2, Step 2 Draft Funding Recommendations

CC: Shopay, Norman

>>> "Ruben Moreno" <rubenm@att.net> 5/15/2008 3:07:55 PM >>> Dear Mr. Couch:

By introduction, I am the City Engineer for the City of Guadalupe in Santa Barbara County. We are part of the Santa Barbara County Water Agency group which is being recommended by staff for funding under the Round 2, Step 2 of the Prop 50 Implementation Grant Program. In addition to the City of Guadalupe, there are two other members of the county group that are classified as "Disadvantage Communities" (DCs). The City of Guadalupe has played a meaningful role in the development of the application that is being recommended for funding, which we believe is true to the intent and spirit of the law. We applaud our county member agencies for the level of cohesiveness that we hold.

The City of Guadalupe was recently issued a Cleanup and Abatement Order by the Regional Water Quality Board, requiring that we make improvements to our WWTPF in order to bring it into compliance with its Waste Discharge Requirements. In our response, we have informed the regional board that our project, along with that of the other agency members are being recommended for funding and, if approved by the state board, will provide the necessary funding to make the needed improvements.

To this end, we strongly recommend that the funding amount for Santa Barbara be held at the current level, as recommended by staff. As a DC we have no other source of funding to make the necessary improvements to our WWTPF. I am sure that the other DC are in the same positions as Guadalupe. Thank you again for your support and recommendations for funding of the Santa Barbara County Water Agency application.

Sincerely.

Ruben Moreno, J.D.,P.E. RM Associates, City Engineers City of Guadalupe